How to / Trackmania / Mediatracker / Race camera

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Introduction
The race cameras are standard cameras, those you can usually reach them through standard Num-keys while driving...

What are they good for ?
You can use these cameras as simple default modes for loopings, walls etc.. These cameras don't need any special attributes or values to be entered.

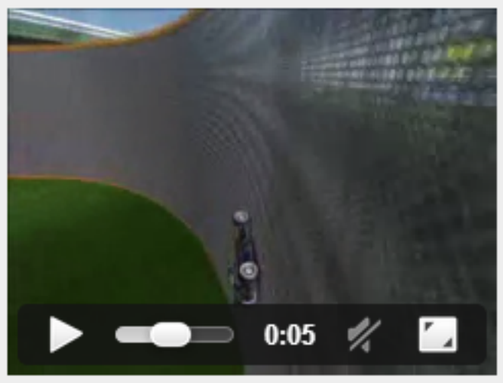
How to insert them & How to edit values
You already learned how to insert a race cam into your mediatracker in the camera movement introduction page.

Race cams however, have a speciality
If you change the type of race cam at the 1st keyframe, the last keyframe will automatically overtake that value. Path + Custom cams don't do that !

How the race cams look like

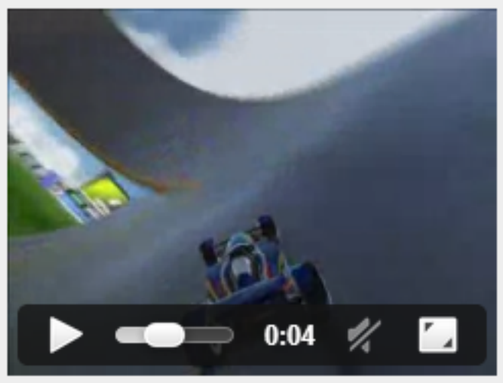
Behind cam
The same as key "Num 1"
(Standard driving camera).

Known Bug:
This camera will cause stuttering when beeing used with Replay Ghosts.



Close cam
The same as key "Num 2".

In TM Forever, this is "Default".
Not that anyone would really use this as a default racing cam, but ok... :-)



Internal / Ego cam
The same as key "Num 3".

Orbital cam
Similar to key "Num7",
except that the orbital cam follows the driver.

OUTDATED
The orbital camera doesn't exist anymore in TM Forever. All old TM tracks will fail to display this camera under TM Forever.
Noone knows why Nadeo removed this camera.

There isn't really anymore to say about the race cams.

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